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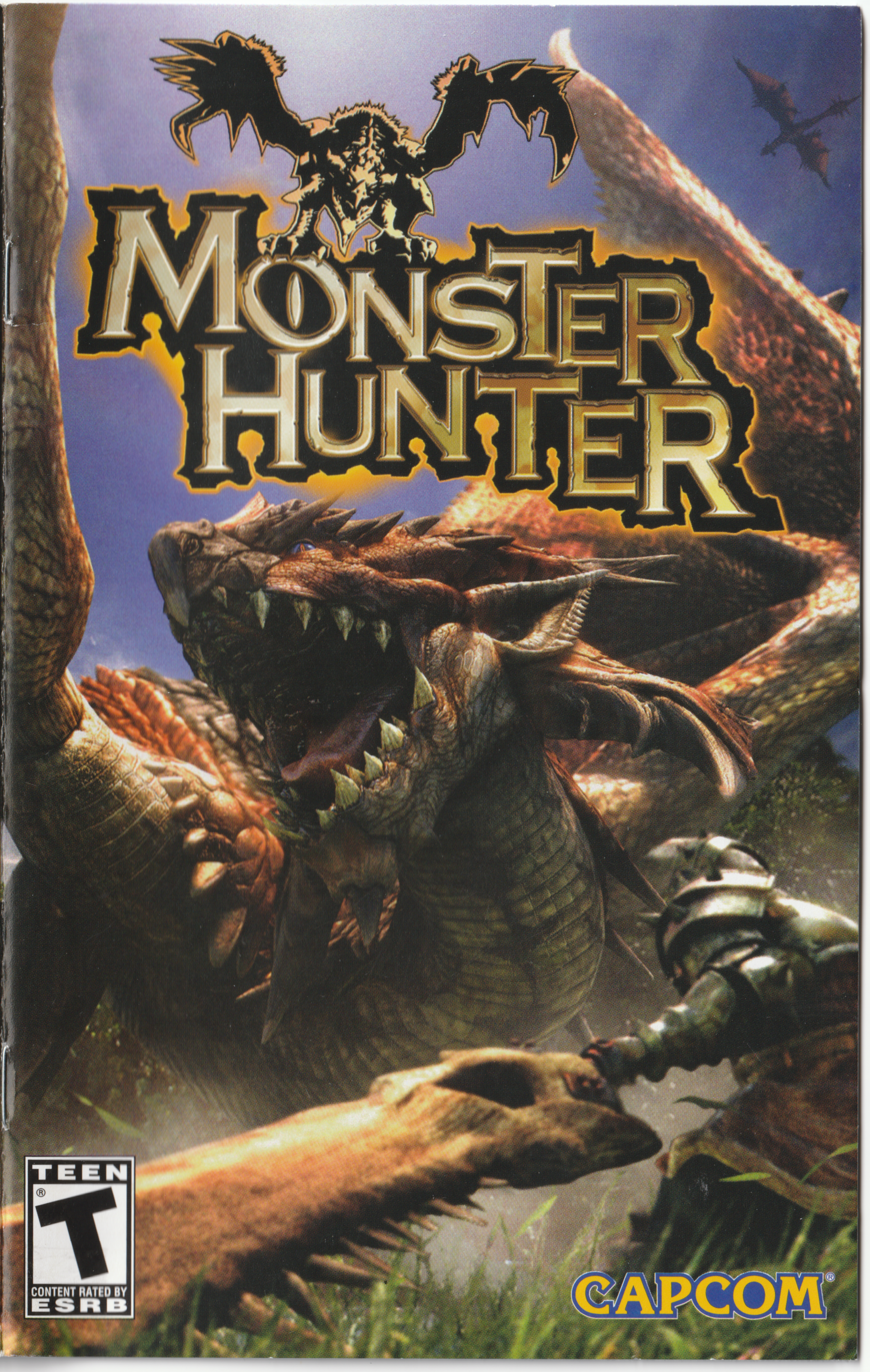

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from CAPCOM

Thank you for selecting MONSTER HUNTER for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

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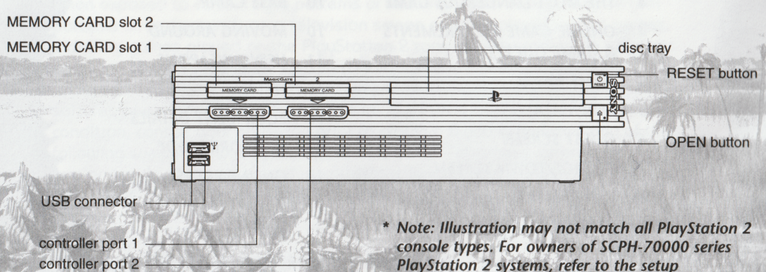
GETTING STARTED



* *Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *MONSTER HUNTER* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

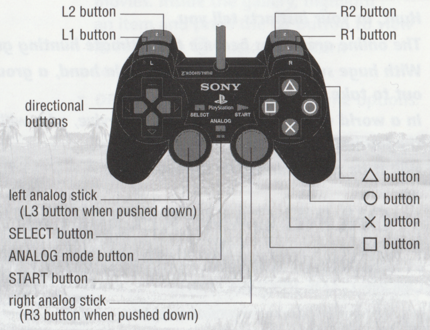
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 (or slot 2) of your console. You can load saved game data from the same memory card or any memory card containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

NOTE: You can turn the controller's vibration function on/off in the Option screen.



Basic Actions	
directional buttons	Cycle through menu selections/Switch Camera view
left analog stick	Move character
L1 button	Reposition camera in direction character is facing
L2 button	Open Item Select screen (hold down)
R1 button	Special Action depending on weapon
R2 button	Sprint (hold down)
△ button	Open/Close soft keyboard for online chat
○ button	Cancel menu selection/Squat/Dodge
□ button	Use item
× button	Confirm menu selection/Investigate/Climb
right analog stick	Draw/Use weapon
START button	Open Quest Menu
SELECT button	Map zoom in/out
R3 button	Kick
With Any Weapon Drawn	
× or □ button	Put weapon away
○ button	Dodge/Roll
With Close-Range Weapon Drawn	
right analog stick	Swing weapon (time movements correctly for combo attack)
R1 button	Guard (hammer charge, dual sword change mode)
R3 button	Charge (with lance)/Kick (with great sword)
With Bowgun Drawn	
L1 button + directional buttons	Move sights
R1 button	Toggle Scope screen
right analog stick	⬆ = Close-range attack/⬇ = reload
R3 button	Fire
Scope Screen	
left analog stick/directional buttons	Move sights
right analog stick	⬅/➡ = Zoom in/out (Zoom Scope)

THE MOST DANGEROUS GAME

Hunt, as your instincts tell you.
The online arena has become the ultimate hunting ground.
With huge swords and giant cannons in hand, a group of Hunters set out to take on a deadly Wyvern....
In a world where only the strongest survive, who will deliver the loudest victory cry?
Will it be the humans? Or the monsters?

ONLINE GAME REQUIREMENTS & GAME QUESTS

ONLINE GAME REQUIREMENTS

IMPORTANT: Connecting more than two Playstation®2 systems to the game server with the same broadband router or wireless kit may cause unexpected errors in the gameplay.

MONSTER HUNTER is a 1-Player game. You must have the following to play online:

- PlayStation®2 computer entertainment system.
- Installed Network Adaptor (Ethernet/modem) (for PlayStation®2).
- ***MONSTER HUNTER*** game disc for PlayStation®2.
- Memory Card (8MB) (for PlayStation®2).
- Broadband Internet service.
- DUALSHOCK®2 analog controller only.
- USB keyboard (optional).

GAME QUESTS

In ***MONSTER HUNTER***, there is no set way to "beat" the game. Instead, there are a large number of goals called ***quests***. You must complete the quests to progress through the game. Once you clear a quest you can replay it as many times as you want.

SELECTING QUESTS IN THE VILLAGE & TOWNS

You can take on quests in the Towns, where many Hunters gather, or in the Village in Single Mode. Once you select a quest, you set off to start hunting.

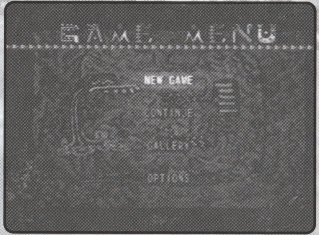
COMPLETE A VARIETY OF QUESTS

There is truly a vast array of quests that you can conquer. From hunting pesky monsters harassing the inhabitants of the Town, to hunting down valuable items and defending bases from attacks, there is plenty to challenge your skills and bravery.

UNLOCK EVEN MORE QUESTS

For each quest you successfully complete, you will receive a reward. There is also the possibility that new quests will be waiting for you afterward, so be sure to check back in your Village or Town.

GAME MENU



From the Title screen, press the START button to display the Game Menu. If a memory card containing ***MONSTER HUNTER*** save game data is already inserted in MEMORY CARD slot 1 (or slot 2), data will be automatically loaded.

- ***NEW GAME*** — Create a new character and begin a new game. Your newly-created character will be available for both Network and Single Mode play.

- ***CONTINUE*** — Pick up where you left off with a saved game. You must have a memory card containing ***MONSTER HUNTER*** save game data inserted in MEMORY CARD slot 1 (or slot 2) in order to continue.
- ***GALLERY*** — By fulfilling certain conditions, you can unlock various special movies. Inside the gallery, highlight an item and press the ⊗ button to view it. Press the ◎ button to return to the Game Menu.
- ***OPTIONS*** — Adjust various game options.

SAVE DATA

This game uses the following types of save data. You must have a memory card inserted in MEMORY CARD slot 1 (or slot 2) to save this data.

- ***GAME DATA*** — Contains information on your customized character, the contents of your gallery, etc. Game data from both Network Mode and Single Mode are saved here. The memory card must have at least 111KB of free space to save data, and you must use the same memory card each time you save your game. You cannot copy saved game data to another memory card.

  WARNING: Do not remove the memory card, reset the game or power down the system while data is being saved or loaded. Doing so may corrupt the game data.
- ***NET FILE*** — This file is necessary in order to play Network Mode. This file can also be used for other Capcom titles. Your memory card must have at least 123KB of free space to save the NET file.
- ***YOUR NETWORK CONFIGURATION FILE*** — This file contains broadband network connection settings, and requires at least 94KB of free space.

IMPORTANT TIPS

Game data is managed in a unique way in ***MONSTER HUNTER***. Please leave the memory card inserted in MEMORY CARD slot 1 (or slot 2) at all times during play.

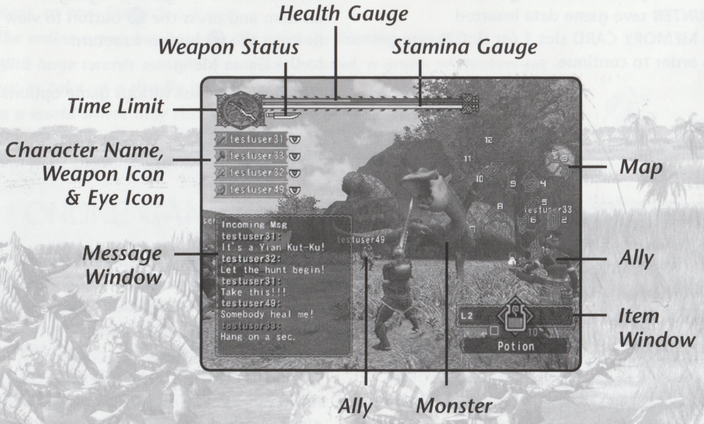
WARNINGS: You can begin a new game without first creating a new save game file. However, without a memory card you cannot play in Network Mode.

To play in Network Mode, make sure you are using a memory card with sufficient free space (at least 111KB) to save your game.

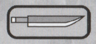
Game data saved to one memory card cannot be copied or saved to another memory card.

- ***SAVE UP TO 3 CHARACTERS IN A SAVE GAME FILE*** — One save game file can be saved per memory card, and each file can hold up to three unique, customized characters. Saving more characters than this requires an additional memory card.
- ***SAVE CHARACTER DATA TO THE SAME LOCATION EACH TIME*** — Once you create a character and save it to a memory card, it cannot be saved to any other memory card. The memory card used at the time you create your character will have to be the only one used for that character. Custom characters cannot be copied to different memory cards.
- ***BEFORE TURNING OFF THE GAME*** — Be sure to take a rest in your house in the Village or in the guest house in any Town. If you don't, your data may not be saved properly.
- ***LARGE CHAT SAVES*** — In Network Mode, you can also save data during Large Chat.

QUEST SCREEN



- ***HEALTH GAUGE*** — Your character's Health. When it reaches zero the character loses consciousness.
- ***STAMINA GAUGE*** — Certain actions, such as sprinting, dodging and some special attacks, require Stamina. This gauge decreases each time you perform one of these actions. Stamina is recovered automatically over time, but after long periods of time, the gauge's maximum will decrease.
- ***WEAPON STATUS*** — Appears as a sword when you're using a close-range weapon, and as bullets when you're using a Bowgun.



SWORD ICON — Shows the Sharpness of your close-range weapon. If you use the weapon continuously, its edge will dull. Harness a weapon's natural power by modifying it (turning this icon yellow).

BULLET ICON — Shows the status of your Bowgun's loaded ammunition. A light color means ammo is left: a dark color means the shell is empty. When ammo runs out, the Reload prompt appears. If you use up all the ammunition, it prompts you to select a different type.

- ***TIME LIMIT*** — Time remaining in the quest. Time's up when the white hand reaches the red hand. You can check the exact time remaining in the Quest Menu.
- ***CHARACTER NAME & WEAPON ICON*** — Names and weapons of all characters in your party.

EYE ICON — If someone is spotted by a large monster, an Eye icon appears next to that character's name.

- ***MESSAGE WINDOW*** — Displays messages exchanged between party members.
- ***MAP*** — Shows your location on the field. The arrow (same color as your weapon icon) shows your current location. If you use things like Paintballs, the location of monsters shows up as well.
- ***ITEM WINDOW*** — Shows the item currently selected.
- ***ALLIES*** — In Network Mode, friendly characters join in the hunt with you, with their names displayed above their heads. Help each other out and make this a great experience. In Single Mode, you will be out there hunting alone.
- ***MONSTER*** — Many monsters regard humans only as another source of food. Running away when there is no need to fight can be a very wise strategy.

SIGNALING YOUR ALLIES

By holding down the L3 button during a quest, you can send out a ripple-like signal on the Map. If you decide what the signal is going to mean before you head out on a quest, you can instantly contact your party with the press of a button.

NATURAL RECOVERY AFTER TAKING DAMAGE

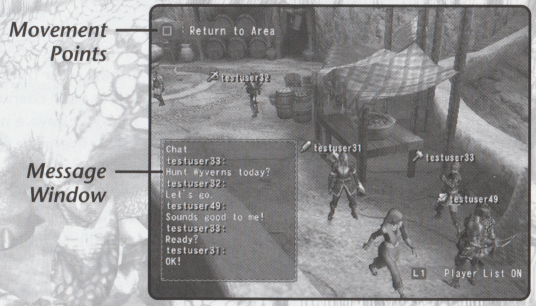
The red area left in your Health Gauge after taking damage will come back to you naturally if you are left alone long enough without taking more blows.

ABNORMAL STATUS

There may be times when your character, after taking certain attacks from monsters, takes on various abnormal statuses. (It's a good idea to take extra caution when going up against monsters that use such attacks.) The following status effects will wear off naturally after a certain amount of time.

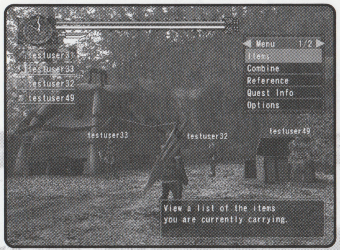
- ***POISON*** — Takes away your character's Health, even when your character is resting. When your character is close to death, having even more Health depleted by poison can be devastating.
- ***STUN*** — This condition renders you numb and unable to move. It is very dangerous because while in it you cannot avoid monsters' attacks. Be careful of monsters with Stun ability.
- ***SLEEP*** — This puts you into a temporary Sleep status. You wake up if you sustain an attack, but that does not change the fact that this is a dangerous fix to find yourself in.
- ***KNOCK OUT*** — If you take a number of attacks in succession, you may find yourself knocked out. During this time, mash the left and right analog sticks and controller buttons to snap yourself out of it as soon as possible.

VILLAGE/TOWN SCREEN



- ***MOVEMENT POINTS*** — When you come to a place where you can travel to another point, the name of that destination is displayed here. Press the displayed button to instantly travel to that point.
- ***MESSAGE WINDOW*** — Displays your conversations with friends and NPCs.
- ***NON-PLAYER CHARACTER (NPC)*** — NPCs can be residents of the Town or travelers from afar. When you approach them a red mark appears above their heads. Press the ⊗ button to speak with them.

QUEST MENU



Open the Quest Menu during a quest by pressing the START button. Highlight an option and press the ⊗ button to make a selection. Press the START button to close the menu.

- ***ITEMS*** — View items in your possession. Here you can throw items away, give them to other party members or select the number of items to deliver to the Delivery Box. Items cannot be used from this menu.
- ***COMBINE*** — Combine multiple items to make new items.
- ***REFERENCE*** — View Monster Info purchased at the store and successful item combination recipes.
- ***QUEST INFO*** — View information on your current quest.
- ***OPTIONS*** — Change various game settings.
- ***STATUS*** — View your character's status and equipment.
- ***EQUIP DETAILS*** — View information about your currently equipped items.
- ***CHAT SETTINGS*** — Customize chat settings and soft keyboard shortcuts.
- ***CHAT LOG*** — View past chat logs.
- ***ABANDON QUEST*** — Give up on the current quest. Your character will revert to pre-quest status.

BEGINNING A SINGLE-MODE GAME

*NOTE: Selecting **New Game** from the Game Menu begins the character creation process. You can use the characters you create here in both Network Mode and Single Mode.*

AFTER CREATING YOUR CHARACTER

When the character creation process is over, the game begins with your character in his or her own house inside the Village. The first thing you should do is leave your house, walk around the Village, and talk to people by pressing the ⊗ button.

START OFF WITH A SIMPLE QUEST

Once you find the Village Chief, try talking to him. You will be able to get various quests from him. Select a simple quest at first to learn the basics of gameplay.

MESSAGES FROM THE CHIEF

During your quests, you may see an icon under your character's name notifying you that you have a message from the Village Chief. Press the △ button to read his advice.

MOVING ON TO NETWORK MODE

If you want to play Network Mode, finish a Single Mode game and then select ***Continue*** from the Game Menu.

NOTE: You must create a Login Name (using up to 15 characters max) in order to play Network Mode.

THE VILLAGE

In Single Mode, this Village is your base of operations. Some of its facilities are:

VILLAGE CHIEF'S HOUSE

This is where you undertake your quests. Talking to the Chief opens a menu, and you can select which quest to undertake.

- ***REWARD*** — The amount of money you receive for completing the quest. Certain conditions during a quest may cause this amount to decrease.
- ***CONTRACT*** — The amount you must put up to do the quest. It will be refunded upon completion of the quest.
- ***TIME*** — The time limit allotted for the quest. You must complete the objectives within the time limit or the quest fails.
- ***AREA*** — Where the quest will occur.
- ***SPECIAL CONDITIONS*** — Certain online quests have special conditions.
- ***TUTORIAL*** — One of the Chief's duties is to initiate beginner Hunters in the ways of the world. Start with simple quests and follow the Chief's instructions.

EQUIPMENT & CRAFTING SHOP

Besides purchasing weapons and Armor here, you can also take items acquired from monsters and create new items or strengthen your weapons.

ITEM SHOP

Deals in items for combining, tools, ammunition, and more. You can take care of some hunting needs with one stop here.

YOUR HOUSE

This is your character's house, complete with a bed and a roomy Item Box.

- ***ITEM BOX*** — This container lets you store up to 200 items (100 per page; use the L1/R1 buttons to toggle pages). Your equipment changes also take place here. The contents of your Item Box are available in both Network and Single Mode. To sort them, press the SELECT button. You can view your character by moving both analog sticks in any Item Box. Press the START button to toggle the menu display.
- ***BED*** — Stand in front of your bed and press the ▢ button to take a rest and restore depleted Health. This also serves as a place to save your game. Be sure to take a rest before quitting your game.

QUESTS

QUEST TYPES

Each quest has its own set of goals. Some require that you eliminate certain monsters, and others ask you to acquire certain items. Depending on the goal of the quest, your strategy of whether to fight or run will probably change as well.

- ***HUNTING QUESTS*** — Some quests send you on a search for the head of a powerful Wyvern. You can't win a face-to-face battle with this mountain of a monster, so use your head and use items effectively in order to collect the Reward Money and Materials.
- ***GATHERING QUESTS*** — Infiltrating the Wyvern's nest and stealing one of its eggs is the most dangerous Gathering quest you could conjure up. With Gathering quests, the objective is to get the items and take them back to the Delivery Box at the Base Camp.
- There are other types of quests that you will have to find on your own.

UNLOCKING QUESTS

While there are numerous quests, not all of them are available from the beginning. To unlock them all, you have to work your way through them, completing earlier quests to unlock more.

In Network Mode you raise your Hunter Rank by completing quests successfully. Building up your ranking not only unlocks more quests, but also reaps hidden benefits.

BASE CAMP

Once a quest begins, you normally find yourself standing in the Base Camp. Here you don't have to worry about monsters attacking as you prepare for your quest.

SUPPLY BOX & DELIVERY BOX

- ***SUPPLY BOX (blue)*** — Contains items for your current quest. You can view the contents by pressing the ⊗ button, and take anything with you that you like.
- ***DELIVERY BOX (red)*** — In Gathering quests you must bring the requested items here. Once you have the items, stand in front of the box and press the ⊗ button to deposit the items in the box.

You can also select ***DELIVER*** in the Item section of the Quest Menu to decide the number of items to deliver.

RESTING IN THE BED

When you are injured, you can rest in the bed at Base Camp to restore your Health. Walk up to the bed and press the ⊗ button. It's better to retreat and rest up than let yourself fall on the battlefield.

FISHING POINTS

There are certain points on the map where you can fish. You can even fish at the Fishing Point in Base Camp without fear of being attacked by monsters.

MOVING AROUND

Use the left analog stick to move your character around. Moving it slightly moves your character slowly and silently. Moving it all the way makes your character run.

- ***SPRINT*** — Hold down the R2 button while moving to run faster. Running is effective for traveling long distances and for escaping a monster's clutches, but it consumes Stamina.
- ***EVASIVE MANEUVERS*** — Press the ◎ button while running to perform a forward somersault. Move the left analog stick to roll in any direction. While perfect for dodging a monster's swift attacks, this consumes Stamina.
  - ***About Stamina:*** You use up Stamina by sprinting and rolling. If your Stamina gauge gets too low, you will tire. To restore Stamina, refrain from sprinting and rolling.
  - ***Stamina and Eating:*** Your max Stamina level decreases as time goes by and your character gets hungry. To restore the level to maximum, eat some meat.
- ***CLIMB WALLS, JUMP DOWN CLIFFS*** — You can climb up short ledges and tall, ivy-clad cliffs. Stand next to the ivy and press the ⊗ button to cling to it. Use the left analog stick to go up and down. Press the ◎ button to drop off.

To jump down a ledge, keep walking toward it. If you sprint towards the edge, you can jump and go even further.

CAMERA ANGLES

Use the directional buttons to change the camera angle during play. Using the camera effectively and adapting to the goals of your quest and the type of monsters you're facing are the keys to success.

Press the directional buttons ⬅/➡ to move the camera only, without moving your character, and get a good view of your surroundings. This is effective for checking out what's behind you or getting a good look at your customized character.

Press ⬆/⬇ to cycle through four different height levels. Try using a low angle when fighting airborne monsters and a high overhead angle when you need to see what's on the ground below you, such as when laying traps or searching for items.

You can set the camera controls from the Quest Menu:

- ***NORMAL*** — Camera moves in tandem with your directional button presses.
- ***REVERSE1*** — ***Up/Down*** are reversed.
- ***REVERSE2*** — ***Up/Down/Left/Right*** are reversed.

USING WEAPONS

ATTACKING WITH CLOSE-RANGE WEAPONS

Blademasters use close-range weapons (swords, dual swords, great swords, hammers, lances, etc.). The basic attack is done with the right analog stick. Practice so you can always perform the attack you are aiming for.

- ***TYPES OF ATTACKS & WEAPON CHARACTERISTICS*** — Different directions correspond to different attacks. By skillfully linking them together you can perform powerful combo attacks. Each weapon has its own characteristics, so the key to becoming a weapons master lies in being familiar with your weapons.
- ***WEAPON-DRAW ATTACKS*** — You perform weapon-draw attacks by moving the right analog stick while running. The short amount of time before the actual attack makes it extremely powerful. This is especially useful when your weapon has a long reaction time between attacks.
- ***ELEMENTAL ATTRIBUTE EFFECTS*** — Some monsters are vulnerable to attacks of elemental attributes, such as fire or water. By choosing weapons with these attributes, you can move through battle more effectively. Certain weapons can even inflict abnormal status on monsters.
- ***PUTTING AWAY YOUR WEAPON*** — Press the ⊗ or ■ button to put away your weapon. Do this to move faster when you want to get somewhere in a hurry.

NOTE: You can also press the R2 button while moving to put the weapon away.

SPECIAL USES FOR CLOSE-RANGE WEAPONS

To really harness the ability of your weapons and take advantage of them in battle, it is crucial that you understand the special characteristics of each one. Below is an explanation of the special secondary uses for close-range weapons.

USE THE R1 BUTTON EFFECTIVELY: Pressing the R1 button produces a different action depending on the weapon. It can allow you to put up a steel-wall guard or harness boulder-busting power.

- ***GUARD*** — This action is performed with a sword, great sword or lance. You can guard against attacks as long as you hold down the R1 button. However, this doesn't mean that your safety is guaranteed while guarding.
- ***GUARD MOVE, GUARD ATTACK*** — With the sword and lance, you can unleash attacks while your shield is up to guard. With the lance, you can walk around while guarding. Master these techniques and you can fight the most powerful monsters out there.
- ***CHARGE*** — You cannot guard with the Hammer. Instead, charge up power by holding the R1 button to unleash devastating and varied attacks.
- ***CHANGE MODE*** — You cannot guard with Dual Swords. However, you can perform Change Mode by pressing the R1 button. During Special Mode, your Attack increases, but it consumes Stamina. You can also use your Special Combo Attack, which you cannot use normally. When you lose all Stamina or press the R1 button again, your character will resume normal condition.

SWORD

Boasting quick attacks and allowing the wielder nimble movement, this weapon is well-suited for beginners. By upgrading, you can imbue it with special attributes such as Poison and Stun, making this a great weapon for anyone who wants to support a party of Hunters.

Basics

right analog stick	⬆ = Slice down (multiple times for combo attack) ⬅/➡ = Spin-slice ⬇ = Jumping attack After dodge/roll (◎ button) or jump attack, then ⬆ = Upward slash
R1 button	Guard; R1 button + right analog stick = Guard attack
R3 button	Kick (only when weapon is put away)
◎ button	Spin-off to dodge/roll during Combo attack

Combo Attacks

Time it just right and link more attacks for Super Combos!

DUAL SWORDS

A modified sword design that puts a one-handed sword — perfect for quick, nimble attacks — in each hand. Although you cannot guard while using the Dual Swords, you can give yourself a boost of adrenaline for a temporary rush of super-human power and strength by using your Stamina.

Basics

right analog stick	⬆ = Vertical slice (multiple times for combo attack) ⬅/➡ = Spin-slice ⬇ = Thrust attack After dodge/roll (◎ button) or Thrust attack, then ⬆ = Upward slash
R1 button	Change mode
R3 button	Kick (only when weapon is put away)
◎ button	Spin-off to dodge/roll during Combo attack

Combo Attacks

Time it just right and link more attacks for Super Combos!

GREAT SWORD

In power, the Great Sword far surpasses the Sword. It can hack through multiple monsters with side-slices. But its size and weight make it much slower. After each attack the wielder is left open momentarily, so wielding one of these skillfully requires a great deal of practice.

Basics

right analog stick	⬆ = Vertical slice ⬅ = Side-slice ➡ = Slice up
R1 button	Guard
R3 button	Kick
◎ button	Spin-off to dodge/roll during Combo attack

Combo Attacks

Perform Combo attacks by timing it right and pressing the right analog stick in the opposite direction. Use the left analog stick between Combo moves to perform Combos while changing directions. With a lag time between moves, mastering this technique is crucial for mastering the Great Sword.

HAMMER

Super heavyweight Hammers boast the highest attack power of close-range weapons. Their drawbacks are a narrow attack range and no power to guard. Setting out with one of these in hand is high risk; these are best-suited for those who feel a good offense is the best defense.

Basics

right analog stick	⬆ = Vertical swing (up to 3 times in a row) ⬇ = Horizontal swing
R1 button	Charge (charging power requires Stamina)
R3 button	Kick (only when weapon is put away)
◎ button	Spin-off to dodge/roll during Combo attack

Spinning Attacks

Hold down the R1 button to charge power. Release to unleash one of three powerful Charge attacks, depending on how long the attack was charged. By charging it up to the max (you will see a flash) and releasing the R1 button while moving, you can unleash a Spinning attack. By shifting the right analog stick during the spin, you can perform a Finishing attack corresponding to the number of spins performed.

LANCE

Made for charging attacks, use the Lance's great penetrating power and reach to attack. It's also effective for guarding, and the large shield absorbs massive damage from monsters' attacks. You can even move and attack while keeping your guard up.

Basics

right analog stick	⬆ = Medium thrust (up to 3 times in a row) ⬇ = Upper thrust (up to 3 times in a row)
R1 button	Guard + right analog stick = Forward thrust while guarding
R3 button	Charge (Ramming attacks require Stamina) + right analog stick ⬆ = Finishing move Kick (only when weapon is put away)
◎ button	Step back + left analog stick ⬅/➡ = Step aside

Ramming Attacks

Press the R3 button while standing still to draw your Lance and begin a Ramming attack. This allows you to dive into a pack of monsters and scatter them, or string attacks together for a charge against a giant monster. Cancel with the R3 button or right analog stick ⬇.

BOWGUN

Gunners can equip Light or Heavy Bowguns. Although the risk in using a Bowgun is relatively low when compared to using a close-range weapon, you are left open to attack while reloading. Ammunition is limited as well, requiring wielders to take extra care.

Basics

directional buttons + L1 button (hold)	Adjust sights
right analog stick	⬆ = Close-range attack ⬇ = Reload
R1 button	Switch to Scope screen
R3 button	Fire/Kick
◎ button	Dodge/Roll

Changing Ammunition

Hold down the L2 button to open the Item Menu where you can select ammunition by toggling the △ or ⊗ button.

Scope Screen

Press the R1 button with your Bowgun drawn to access the Scope screen. While in the Scope screen you become stationary, and moving either the left analog stick or directional buttons moves your sights around.

directional buttons/left analog stick	Adjust sights
right analog stick	⬅/➡ = Change zoom level (Zoom Scopes only) ⬇ = Reload
R1 button	Exit Scope screen
R3 button	Fire

There are two types of Bowguns: the Light Bowgun and the Heavy Bowgun.

- ***LIGHT BOWGUN*** — Does not impede movement, making it good for moving quickly. Fires a variety of ammunition with support capabilities, but in pure attack power is rather weak.
- ***HEAVY BOWGUN*** — Slows you down due to its weight, but more than makes up for that with its superior attack power. However, compared to the Light Bowgun, its lineup of support ammunition is rather lacking.

You can accessorize the two types of Bowguns with the different types of ammunition:

- ***SPECIAL AMMUNITION: ATTACK*** — By using such ammunition as Penetrating Bullets and Spread Shots to damage monsters directly, a Gunner can take on the role of back-up support for a team. After firing, the Gunner is left wide open to attack for a moment, so it's good to have a teammate with a close-range weapon watch your back.
- ***SPECIAL AMMUNITION: SUPPORT*** — Although they don't deal any damage directly, ammunition with such support effects as Stun and Sleep can prove to be the turning point in a battle and just may save your skin one day.
- ***SPECIAL AMMUNITION: RECOVERY*** — This special ammunition allows you to restore the Health of your allies by shooting them. Having a Gunner with Recovery Ammo backing you up is a great boost in confidence for any Hunter going up against a tough monster.

ITEMS

In ***MONSTER HUNTER***, you will come across a vast array of items in your adventures. Use them effectively to make your battles with the fierce monsters of this world that much easier.

Using Items

L2 button (hold)	Open Item Menu + ◼ or ⦿ button = Select item + △ or ✕ button = Select ammunition
◼ button	Use item

- ***HUNTING FOR ITEMS*** — When you come upon places you suspect may contain an item, press the ✕ button to inspect the area. If you happen to find an item, keep investigating there as you can often find multiple items in the same location. You can also retrieve items from fallen monsters.
- ***RECOVERY ITEM*** — You can restore part of your depleted Health by using items such as Herbs. Of course it takes a moment to use these items, so if you are in the middle of a heated battle, you may want to fall back to some place safe before healing yourself.
- ***COOKED MEAT*** — Your Stamina gauge will slowly decrease over time. In order to raise the max level back up, you can use Meat items such as Well-Done Steak and Rare Steak. Just be careful, because if you eat a piece of Burnt Meat that you cooked too long (see below), it will have the opposite effect.
- ***BBQ SPIT*** — In order to make the Meat you procure edible, you will have to use the BBQ Spit. You will not be able to use it unless you have a piece of Raw Meat. You can tell when the Meat is done by its color; press the ✕ button to take it off the fire. The music that plays in the background should help you out as well.
- ***EDIBLE ITEMS*** — Items with teeth marks around their icons are edible. These will mainly be Cooked Meat and certain plants. Some Meat items and things like Mushrooms do not have the teeth marks, so don't eat them.

ITEM TYPES

Some items come in handy during battles, and some are useful for finding items. Below are just a few examples:

- ***BOMB*** — A single Barrel Bomb has plenty of punch on its own. By setting multiple Barrel Bombs up and detonating them simultaneously, you can increase the destructive power to stupendous levels. Because these Bombs can also inflict damage on your fellow party members, they require great attention and care in handling.
- ***PITFALL TRAP*** — Once set on the ground, this special Trap expands and creates a large pit in the ground. These are for large monsters only, as smaller monsters do not have enough weight to set them off. By using them effectively and luring a monster into one, you can trap it for a short while and attack it without fear of being hit back.
- ***PICKAXE & BUGNET*** — Use the Pickaxe to mine ore from cliffs and caves. The various ores are essential to creating and strengthening weapons. With the Bugnet, you can catch various types of bugs in places like shrubs with circling lightning bugs. Bugs come in handy for combining items. Both the Pickaxe and Bugnet can be purchased in Town and carried on quests.

GIVING/TAKING ITEMS

You can trade items among your fellow party members. For example, you can take some recovery items if your supply runs low, or divide items among different people to carry.

Select the item you want to give from the Item section of the Quest Menu, and then select ***Give***. Select the person you want to give the item to, and you're done. The color of the glowing light corresponds to the color of the weapon icon of the person who is to receive the item.

NOTE: Items with rarity levels of 4-5 cannot be traded.

TRACKING ITEMS

Among the larger monsters are great beasts that can sail the skies at ease, going anywhere on the map. The following items can help you track these monsters. Be careful: using items incorrectly could quickly turn the situation into a matter of life and death!

- ***LURE THEM IN WITH RAW MEAT*** — "Using" Raw Meat places it on the ground. This is useful for luring a large monster (who of course wants to feast on the Meat) into your Trap or Bomb. You can also put things like Poison into the Meat by combining items.
- ***TRACK THEM WITH PAINT*** — By hitting a monster with a Paintball, you can track its movements, as its location then shows up on the map. It appears as blue in normal situations, and as red when the monster is attacking.
- ***GETTING A MONSTER'S ATTENTION*** — You can play some Flutes to attract the attention of large monsters to assist a friend who is under attack. Watch out — you become the next target!

SORTING ITEMS

Press the SELECT button to sort items in the Item Menu (in the Quest Menu) and the Item Box.

COMBINING ITEMS

By combining several items, you can create even more useful items. If you have items that you have no idea how to use, you could probably combine them with something else to make something unexpectedly amazing.

Open the Quest Menu and select ***Combine***. Then select two items to try combining them into something new. For example:

- Herb + Blue Mushroom = Potion
- Raw Meat + Toadstool = Poisoned Meat

NOTE: Certain items cannot be combined.

When combining items, the success rate comes into play, with more difficult combinations being harder to combine successfully. You can view successfully combined items from the Comb List in the Reference section of the Quest Menu.

FISHING

At the rivers and springs found across the map, you can take a little time and try your hand at fishing. Some fish you catch may even be kinds you can combine and make into new items. And who knows, you just may come up with something totally unexpected!

Lure items like the Fishing Worm normally have an ***X*** on them, indicating you cannot use them. But when you reach certain places near water called ***Fishing Points***, you will be able to use these items to go fishing.

Press the ◼ button to use a lure item and enter Fishing Mode. Watch your lure carefully and press the ✕ button when it sinks down. You just may catch one of a wide variety of fish. Just be careful not to leave the lure in the water too long, or you may find that your bait has been nibbled away.

EQUIPMENT DETAILS

CLOSE-RANGE WEAPONS

- ***ATTACK POWER*** — This denotes the weapon's power. The higher the value, the more damage each attack inflicts on each monster. Some weapons even give you a bonus of added defensive power.
- ***SHARPNESS*** — Weapon sharpness is displayed in graphs. The colors denote the levels of sharpness in the weapon.

  For example, a longer green "high sharpness" portion means that even after repeated use, the weapon will retain its high degree of sharpness. When the sharpness decreases, so does the attack power. If a weapon with extremely high attack power loses its edge after only a few attacks, you cannot count on it to perform for an extended period of time.

  A black portion in the bar means that the weapon can be upgraded at the Equipment and Crafting Shop, and could end up with a very high sharpness graph.
- ***ELEMENTAL ATTRIBUTES*** — This is the elemental attribute of the weapon, either one of the basic four attributes (***Fire, Water, Lightning*** or ***Dragon***) or attributes such as Poison or Sleep that can cause their effects in the monster. Some monsters have specific weaknesses against these attributes, and some even have tolerances for them.
- ***RARITY LEVEL*** — Shown as a rating of 1-5. The higher the number, the harder to find and more valuable the item is.

BOWGUNS

- ***ATTACK POWER*** — Just like the close-range weapons, this represents the weapon's power. Certain Bowguns have defense bonuses.
- ***RELOAD*** — This is the amount of time required to reload the Bowgun. While reloading, you will be unable to do anything else and left totally vulnerable. The time required to load the weapon takes into consideration the effects of the reload speed of the bullets themselves.
- ***UPGRADE LEVEL*** — Shows to what level the currently equipped bowgun has been strengthened, or upgraded. You can upgrade your bowgun at the Equipment and Crafting Shop in the Village or at the Armory in Town.
- ***SCOPE TYPES*** — Certain models feature a zoom which can be used on the Scope screen. This displays the type of scope of the current bowgun.
- ***BARREL TYPES*** — Displays current modification status of the gun barrel: either long barrel or silencer.
  - ***Long Barrel*** — By changing out your barrel for a longer one, you can increase the initial speed and the accuracy of the bullets fired.
  - ***Silencer*** — It is possible to add a silencer to your bowgun to enable silent firing. This will help keep the monsters from coming after you.
- ***COMPATIBLE AMMUNITION*** — This is a list of the types of ammunition the current bowgun is capable of firing. Make sure the ammo you want to use is on this list before you go into battle.
- ***RARITY LEVEL*** — Shown as a rating of 1-5. The higher the number, the harder to find and more valuable the item is.
- ***AMMUNITION*** — Ammunition comes in various types with various functions. A bowgun's elemental attributes are determined by the ammunition, and the amount you can carry, as well as the trajectory and speed of the bullets, can differ greatly. Try out different kinds and see what works best for you.

ARMOR

Armor can be applied to five different parts of the body: head, torso, arms, waist and legs. You are free to mix and match Armor any way you like to customize your Hunter. Just remember that certain items are for Blademasters or Gunners only, or for male or female Hunters only.

- ***DEFENSE*** — The defensive level of the Armor. The sum of the defense of all equipped Armor is the character's total defense.

- ***RESISTANCE*** — Resistance of the Armor to certain elemental attacks. This can prove just as useful as, or sometimes even more useful than, the defense.
- ***RARITY LEVEL*** — The item's value on a scale of 1-5.
- ***CLOTHES MAKE THE HUNTER*** — Outfitting yourself in the garb of your profession will put you in the proper frame of mind for the monster-hunting work ahead.

SKILLS

Various pieces of Armor have unique latent abilities. When they are paired with other specific pieces of Armor, their abilities are brought to life.

- ***HARNESSING SKILLS*** — As an example, through a pairing of certain equipment using a Material taken from a monster called Rathian, the skills ***Provocation*** and ***Health + 20*** become available. ***Provocation*** makes you more open to attacks from monsters, and ***Health + 20*** increases your Health gauge maximum.
- ***SKILL EXAMPLES*** — You can view your harnessed skills from the Status Menu. Below are a few examples of skills:
  - ***Poison Negated*** — Prevents character from being poisoned.
  - ***Sleep Duration Halved*** — Time put to sleep is cut in half.
  - ***Defense + 5*** — Defense increases by 5.

NETWORK MODE

NETWORK BASICS

Network Mode lets you go online and play ***MONSTER HUNTER*** with other Hunters nationwide!

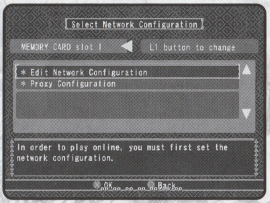
- ***NET FILE*** — With a memory card in MEMORY CARD slot 1 (or slot 2), you can save your ***MONSTER HUNTER*** settings and the user Login Names of up to 50 friends you make online. You will need at least 123KB of free space to save the NET file.

CONNECTING TO THE NETWORK

From the Game Menu screen, select ***Continue***, then select a character, and finally, select ***Go to Town*** from the Mode Select screen.

- ***NETWORK CONNECTION*** — First-time ***MONSTER HUNTER*** network users should start here.
- ***PREVIOUS CONNECTION*** — Select this if you already have network connection settings saved in a NET file.
- ***DELETE LOGIN NAME*** — This allows you to delete your Login Name from your NET file.

CONNECTION STEPS



1. When you select ***Network Connection,*** you will be taken to the Connection Verification screen. Select ***OK*** to proceed to the Network Settings screen.

2. Adjust your network settings.

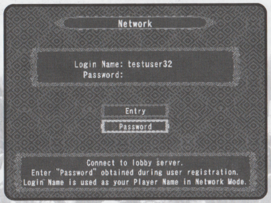
   NOTE: This will allow you to enter the necessary settings in order to connect to the network, so be sure to refer to the materials provided by your ISP as you do this.

Select ***Go Online*** to access the online game using a registered name and password.

– or –

Select ***Edit Account*** to create a new account, edit account information, and access other account or service options.

You must save the Login Name to a memory card to enter the Lobby.



3. At the Network Menu, use the soft keyboard to enter your password to log into the network.

LOGIN NAME

When you're playing in Network Mode, the name you gave your character at Character Creation will ***not*** be used as your Login Name. You will need to create a Login Name (using up to 15 characters max) when you play Network Mode for the first time. Please refrain from using offensive names.

SELECTING A WORLD

Multiple servers have been set up for ***MONSTER HUNTER***. Feel free to select any world to play in. Make plans with friends to meet in a particular world before going online to make sure you can meet up without a hitch.

NOTE: There may be times when the World Select screen is not displayed.

ENTERING TEXT WITH THE SOFT KEYBOARD

During quests or while in Towns or Areas (Large Chat), you can communicate with others via the Chat function (available only in Network Mode). The soft keyboard appears to assist you when you select something that requires text to be entered, such as a message, or when you press the △ button during a quest, in a Town, or in Large Chat. Use the soft keyboard to make your text entries.

Soft Keyboard Controls

△ button	Open soft keyboard
directional buttons	Move cursor
✕ button	Enter text
L1 button	Toggle between lowercase and symbol
R2 button	Toggle between uppercase and lowercase
R1 button	Change keyboard to FP (Fixed Phrase) Toggle between FP (Fixed Phrase) and ACT (Action Chat) in Town
○ button	Backspace/Close keyboard when no text is selected
START button	Transmit text and close keyboard

ENTERING TEXT WITH A USB KEYBOARD

You can optionally connect a USB keyboard to your console and use it to enter text.

NOTE: Recommended keyboards are those that conform to USB standards.

USB Keyboard Controls

Enter key	Open soft keyboard/Confirm and transmit text/Close keyboard
Spacebar	Insert space
F1/F2 keys	Toggle between lowercase and symbols
F3 key	Switch to Action Chat (ACT)
F4 key	Switch to Fixed Phrase (FP)
Backspace key	Backspace/Close keyboard when no text is selected
Esc key	Close keyboard

ACTION CHAT

Even without words, you can communicate your feelings through the emotive gestures of Action Chat. Highlight ***ACT*** at the bottom of the soft keyboard and press the ✕ or R1 button to switch to Action Chat Mode (or press the ***F3*** key on the USB keyboard). When you select an emotion, your character will act it out through body language. Sometimes mere text doesn't suffice, so be sure to give this a try.

FIXED PHRASE

With Fixed Phrase, you can save sayings and phrases you use frequently for easy access. Select ***FP*** at the bottom of the soft keyboard (or press the ***F4*** key on the USB keyboard) to display the FP Menu. Highlight a phrase, press the ✕ button, then press the △ or START button to transmit the message. You can even enter text through the soft keyboard to precede and/or follow the phrase. Use the menu settings to customize your phrases.

ONLINE AREAS

ONLINE WORLD LAYERS

- ***WORLD*** — This is the first network layer.
- ***LAND*** — Use this second layer to select the Area for meeting with other players.
- ***AREA (Large Chat)*** — Chat with other players here — perfect for making friends, trading info and bragging about victories.
- ***TOWN (Lobby)*** — Up to eight players can be in a Town at once. This is the equivalent of the Village in Single Mode, and the location where you prepare to go hunting.
- ***QUEST*** — Up to four players can participate in a quest at one time. This is the main part of the game. Upon completing a quest, you automatically return to the Tavern of a newly created Town.

AREA MENU OPTIONS

The following options are available during Large Chat. On the Area Menu, move the directional buttons ⬅/➡ to change pages.

- ***ENTER TOWN*** — All Towns in the Area are listed, along with the population and rules of each Town. Press the △ button to view a list of the players and quests currently in that Town and check if your friends are there.
- ***FRIEND LIST*** — You can save information for up to 50 people in your Friend List. The list displays their Login Name, equipped weapons and Hunter Ranking. Current equipment and Hunter Rankings are only displayed for players currently online. Press the ✕ button to view status, the □ button to delete an entry, and the directional buttons ⬅/➡ to turn pages.
- ***SEARCH ALL*** — This displays a list of all the players currently in the same Area with you. Move the directional buttons ⬅/➡ to cycle through the pages, and press the □ button to add players to your Friend List.
- ***FILTERED SEARCH*** — Search based on name, equipped weapon, kinds of quests or Hunter Ranking, and display the results. Press the directional buttons ⬅/➡ to cycle through pages, and press the □ button to add players to your Friend List.

TOWN RULES

When you create new Towns, you can set Town Rules with icons to coordinate with other players who have the same purpose. Press the □ button in the Enter Town screen to view the Town Rules.

TOWN

TOWN FACILITIES

Just like the Village in Single Mode, Towns are where you make all your preparations before you set out on quests. Up to eight players can be in one Town at once, and you can shop for weapons, Armor, equipment and items, upgrade your equipment, and save your game. At the center of the Town you will find a large public square with various facilities accessible through entrances right there, or through roads branching out from the square.

NOTE: Up to eight people can gather in the square and the Tavern at one time.

- ***SQUARE*** — This is the first place you will visit. It's the center of Town, and provides access to other Town facilities.
- ***TAVERN*** — Serving as the place to receive quests or join in the quests of others, this place is vital to the livelihood of Hunters. You can even purchase an assortment of items necessary for your adventures, or sit around the table for some good times.
- ***MARKET*** — The market is home to many shops where you can buy Tools, Materials, Food and other items. Its Inventory changes from day to day.
- ***ARMORY*** — Buy and sell equipment here, or use Materials to create weapons and Armor and upgrade weapons.
- ***GUEST HOUSE*** — Besides allowing you to save your game and manage your Inventory, the Guest House is a great place to eat or get some rest. Room availability varies depending on your Hunter Rank.

TOWN MENU

Press the START button in Town to open the Town Menu. It contains the same options as the Quest Menu, with these additions:

- ***QUEST INFO*** — View details of your current quest.
- ***CURRENT LOCATION*** — View the name of your current Land, Area, and Town.
- ***PLAYER LIST*** — Display a list of all players in the same Town as yourself and add players to your Friend List.
- ***FRIEND LIST*** — Check your Friend List.
- ***EDIT COMMENT*** — View/edit comments that appear on your Status screen.
- ***SET STATE*** — Change the status icon displayed for your character:
  - ***Normal*** — Return to no setting.
  - ***Away*** — Not currently playing.
  - ***Let's Trade*** — Looking to trade with someone.
  - ***Member/Grp Wanted*** — Looking for people to accompany on a quest.
  - ***Playing Solo*** — Playing alone.
  - ***Anonymous*** — Will not display in search result.
- ***LOGOUT*** — Log out of your current game and return to the Main Menu.

TAVERN

The Hunters' Guild inside the Tavern is the place to undertake quests. For quests that you undertake for yourself, you can recruit party members to join you. You can also join other parties to go on quests by viewing the Quest Board. Up to four people can participate in a quest at once.

When you are sitting at a table, you can press the L2 button to turn on the Banquet Camera to view other players sitting at other tables. Press the L2 button again to turn the camera off.

1. *GET THE QUEST*

Read the quest requests at the Hunters' Guild. By fulfilling certain conditions, you can increase the amount of quests available.

- ***Quest Type*** — General type of quest, such as ***Hunting*** or ***Gathering***.
- ***Time*** — Length of time allowed to complete the quest. Not doing so within the allotted time results in failure.
- ***Reward*** — The amount of money you will receive if you successfully complete the quest. This may end up being less due to certain events during the quest.
- ***Area*** — Where the quest takes place.
- ***Contract*** — Amount of money you need to put up to accept the quest. It is refunded when you successfully complete the quest.
- ***Special Conditions*** — Certain online quests will have special conditions.

2. *SET CONDITIONS FOR JOINING*

When recruiting for volunteers, you are free to specify requirements for potential volunteers. You can limit the number of people, and require a password to make sure your hunting pals are the only ones who join you.

3. *WAIT FOR VOLUNTEERS*

After you pay the contract fee, a recruitment notice scouting for volunteers is posted on the Quest Board. When waiting for volunteers, the leader may not leave the Tavern without first canceling the quest.

4. *SET OUT*

Once you have everyone ready, you can set out on your quest through the door to the right. You can even set out on the quest alone before forming a party.

PARTICIPATING IN QUESTS

You can also participate in quests taken on by other players. When doing this you don't have to pay the contract fee, and it's a good way to gain valuable experience before starting your own quests.

1. *CHECK THE QUEST BOARD*

Press the ◯ button in front of the Quest Board to view quests currently looking for party members. When you find one that suits you, select it with by pressing the ⊗ button.

2. *DECIDE ON A QUEST*

The details of the quest will be displayed and you will be asked if you want to join. If you do, select ***Yes***. Once you join a quest, you cannot return to the Town Square, so make sure your preparations are all in order before coming here.

NOTE: If the quest originator takes back the contract fee, the quest party is disbanded. In that case, return to the Quest Board and select a different quest to join.

A Quest Request document will be displayed for players who undertake the quests. For players who join another player's quest, half of a Quest Request document will be displayed.

3. *SET OUT*

When you're set to go, press the ◯ button near the door to the right to indicate that you are ready. The quest originator will set out on the quest when everyone is ready. You'll have to cooperate with your fellow party members to complete the quests. Good luck.

NOTE: When you abandon the quest, you will return to the Area where you entered the Town originally.

NOTE: When different groups set out on different quests from the same Town, they will return to different (newly created) Towns when their quest is over.

KEYS TO BATTLE

UNDERSTAND THE MONSTERS' FIELD OF VISION

Monsters keep track of you through vision. Understanding where their field of vision lies and taking advantage of their blind spots will help you stay alive and take home the victory.

MOVE WHILE HIDING

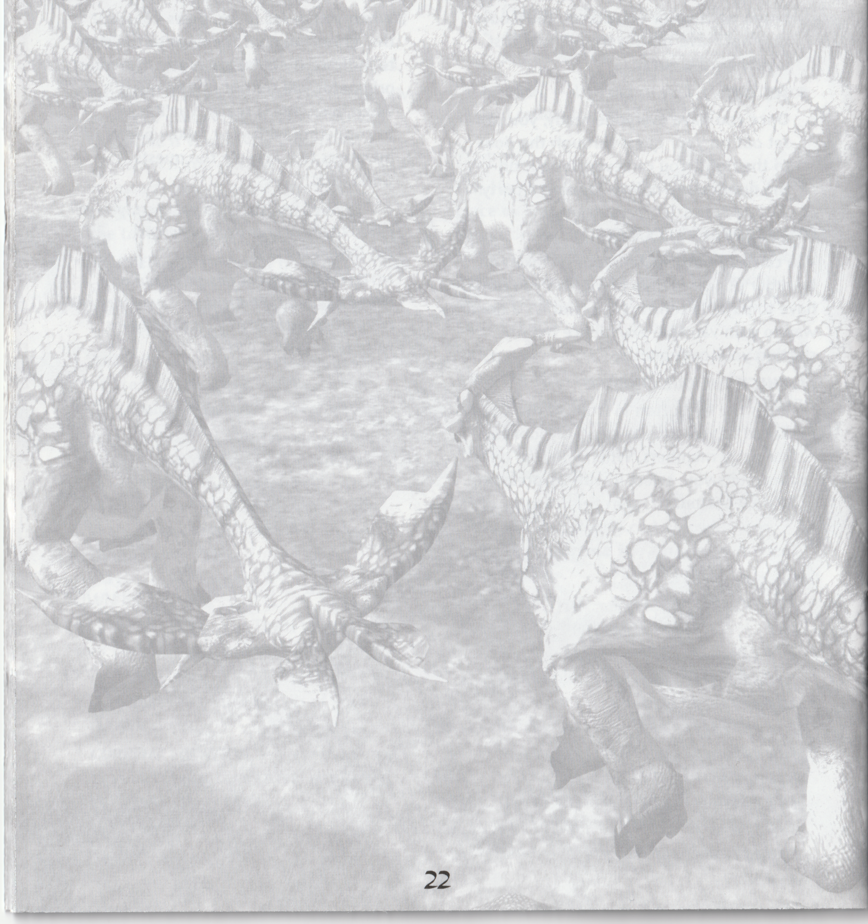
By moving while crouching down or tiptoeing, you decrease your chances of being spotted by the monsters. Hiding behind objects can also be a useful tactic.

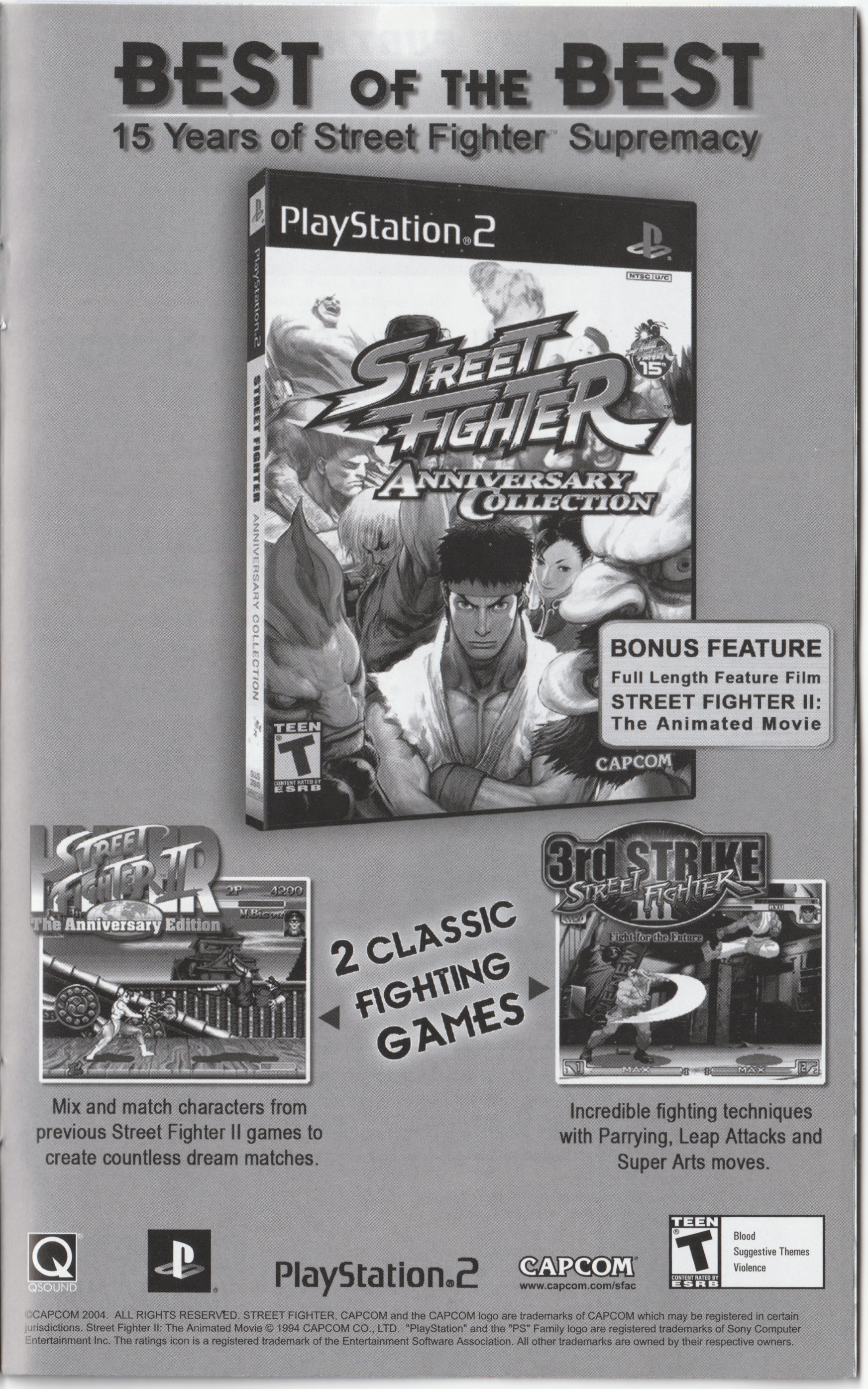
MONITOR THE MONSTERS' FIELD OF VISION

While a monster is drinking water or feasting on some Meat, its attention is focused on the task at hand. Take advantage of the situation, when there is less chance you will be spotted.

TAKE ADVANTAGE OF THEIR HABITS

Each type of monster has its own set of habits and patterns. Learning to take advantage of these will help you cut down on the danger involved in hunting them and help you survive longer in the jungle.





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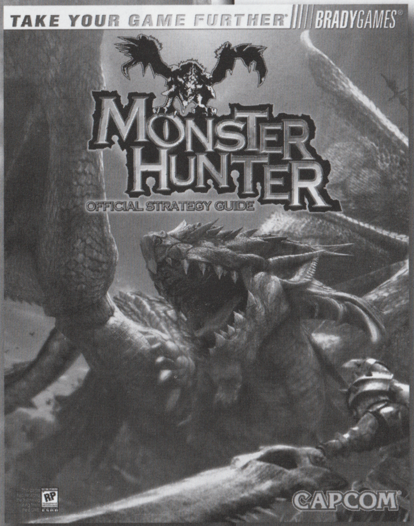

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ISBN: 0-7440-0362-8
UPC: 7-52073-00362-3
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2. To play the Game, you must (a) purchase the online game CD/DVD (the "Media"), which includes software required for the Game (the "Software"), (b) have a broadband Internet connection (which we do not provide) to access your Account, and (c) have all applicable or required hardware and software to operate the Game (which we do not provide). You are responsible for paying all fees and taxes (those not collected by us) for the Software, service and other costs you incur to access your Account. Neither this Agreement nor your Account entitles you to any subsequent releases of the Software, nor to any expansion packs or similar ancillary products. You understand that we may update or otherwise enhance the Software at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement.
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4. DNAS (as defined below) will provide each Account with a unique ID which identifies your PlayStation®2 computer entertainment system. Each unique ID may create up to three (3) login names. Please note that you may be banned from playing the Game if your login name is banned for a total of three (3) times.

   Login names: You must create a Login Name (15 letters max) in order to play the Game. However, you may not select as your Login Name the Login Name of another user, or a name which violates any third party's trademarks, publicity rights or other proprietary right, or which may mislead other players to believe you to be an employee of CAPCOM, any other partners or affiliates or which CAPCOM deems at its sole discretion to be vulgar, offensive, racist or includes profanities. CAPCOM reserves the right, in its sole discretion, to delete any Login Name or terminate that Login Name.
5. GameMasters will observe the chat between players and search for cheaters. The GameMaster will give warnings and will restrict your access when you break the Rules. In addition, the GameMaster will broadcast urgent messages through the servers. We may terminate this Agreement (including your Software license and your Account) and/or suspend your Account immediately and without notice if you breach this Agreement or repeatedly infringe any third party intellectual property rights, or if we are unable to verify or authenticate any information you provide to us, or upon gameplay, chat or any player activity whatsoever which we, in our sole discretion, determine is inappropriate and/or in violation of the spirit of the Game as set forth in the Rules of Conduct, which are posted at WWW.CAPCOM.COM/ROC. If we terminate this Agreement or suspend your Account under these circumstances, you will lose access to your Account. We may also terminate this Agreement if we decide, in our sole discretion, to discontinue offering the Game.
6. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, non-transferable, revocable license to use the Software solely in connection with playing the Game via an authorized and Account. You may not copy, distribute, sell, auction, rent, lease, loan, modify or create derivative works, adapt, translate, perform, display, sublicense or transfer all or any portion of the Software. You may not copy any of the written materials accompanying the Media. You may not reverse engineer, disassemble or decompile the Software except to the extent that this restriction is expressly prohibited by applicable law.
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8. You may not use any third party software to modify the Software to change Game play. You may not create, facilitate, host, link to or provide any other means through which the Game may be played by others, such as through server emulators. You may not take any action which imposes an unreasonable or disproportionately large load on our infrastructure. You may not buy, sell or auction (or host or facilitate the ability to allow others to buy, sell or auction) any Game characters, items, coin or copyrighted material.

9. As part of your Account, you can upload content to our servers in various forms, such as in the selections you make for the Game and in chat rooms and similar user-to-user areas (collectively, your "Content"). Your Content shall not: (a) infringe any third party intellectual property, other proprietary or publicity/privacy rights; (b) violate any law or regulation; (c) be defamatory, obscene, child pornographic or harmful to minors; or (d) contain any viruses, trojan horses, worms, time bombs, cancelbots or other computer programming routines that are intended to damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information. We may take any action with respect to your Content if we believe it may create liability for us or may cause us to lose (in whole or in part) the services of our ISPs or other suppliers. You hereby grant to us a worldwide, perpetual, irrevocable, royalty-free, sublicenseable (through multiple tiers) right to exercise all intellectual property rights, in any media now known or not currently known, associated with your Content.

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RULES OF CONDUCT FOR ONLINE PLAY

These Rules of Conduct outline the rules that you need to follow. While it is by no means an all-inclusive list, it provides a starting point from which you can determine if your actions are appropriate. Failure to follow these rules may mean you will be banned from playing the Game.

What you can't do:

- Don't use the Game to do anything illegal. CEI isn't responsible for anything you say on the service or for anything that happens because of what you say; you alone are responsible.
- Don't violate any relevant law or posted guidelines or codes relating to the use of the Game.
- Don't provide or offer to provide services for the provision of gaming or wagering services.
- Don't abuse other players, CEI employees, CEI partners, CEI affiliates, or the GameMaster.
- Don't defame, abuse, harass, spam, stalk, threaten, or otherwise violate the legal rights (such as rights of privacy and publicity) of others.
- Don't use foul language, in any language.
- Don't publish, distribute, discuss or disseminate any inappropriate, profane, defamatory, infringing, obscene, indecent, or unlawful topic, name, material, file or information, and other unlawful materials like child pornography or illegal drugs.
- Don't create a Login Name with any profanity, sexually explicit language, sexual innuendo, or racial, ethnic, or religious slurs in it.
- Don't create a name that references controversial religious topics, notorious people, organizations, or sensitive current or historical events that may also be considered inappropriate.
- Don't publish, distribute or disseminate any topic, name, material, file or information that incites discrimination, hate or violence towards one person or a group because of their race, religion, nationality, transgender status, homosexual status or HIV/AIDS status, or that insults the victims of crimes against humanity by contesting the existence of those crimes.
- Don't give false information or intentionally hide any information when registering for your Account.
- Don't give out information that personally identifies you such as your real name, address, phone number, credit card number, etc. while you're playing. This includes names you create. This information could be used by other players for illegal or harmful purposes. Also, don't give out the personal information of other players.
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- Don't view, intercept, or attempt to intercept private communications not intended for you.
- Don't cheat in a game unless cheats have been deliberately enabled.
- Don't use the Game or any material or information which is made available through the Game or the online service in any manner that infringes any copyright, trademark, patent, trade secret, or other proprietary right of any party.
- Don't upload files that contain viruses, Trojan horses, worms, time bombs, cancelbots, corrupted files, or any other similar software or programs that may damage the operation of CEI's game servers, another's video game console or other property of another.
- Don't flood the screen (i.e. hitting "enter" over and over again") which interferes with others ability to chat.
- Don't advertise or offer to sell or buy any goods or services or post any web links associated with such offer.
- Don't sell or buy any items, equipment, or money in the game with real currency.

Always use caution when giving out any personally identifiable information about yourself or your children. Your communications are not private and can be recorded and used by others.

If you violate the Rules of Conduct or the Online End User License Agreement that you agreed to, action may be taken against your Account. For example, if you create an inappropriate Login Name you may be required to change it. If you use an inappropriate nickname you may be temporarily locked out of your Account. If we are notified that you have posted inappropriate content of any kind, it may be removed. Depending on the severity of the offense, you may even have your Account terminated. CEI is not obligated to send you a warning before these actions occur. If you are banned while participating in the Game CEI assumes no liability in the loss of any potential gain.

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